

APPENDIX 1

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%%%%%
function B = Initcluster(X,m)
5  % Get an initial base codebook B at random from input data

    % INPUTS
    % X = input data: each column is a RGB 'vector'
    % m = number of base codevectors

10  % OUTPUTS
    % B = base codevector matix

    %need to duplicate some columns of B if X is small
15  [n,N] = size(X);
    if(N > m)
        replace = 0;
    else
        replace = 1;
20  end

    %track what inputs put in B, so no duplication for X large
    chosen = zeros(1,N);
    B = zeros(n,m);
25  for i=1:m
        draw = floor(N*rand + 1);
        if(~replace)
            while(chosen(draw))
                draw = floor(N*rand + 1);
30  end
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    end
    B(:,i) = X(:,draw);
    chosen(draw) = 1;
end
5
    %%%

function [B,Bq,d,itors,rd,nX] = lgbo(X,m,base)

10  % INPUTS
    % X = input data: each column is a RGB 'vector'
    % m = number of codevectors (columns in C)
    % base = number of base codevectors (columns of B)

15  % OUTPUTS
    % B = base codevector matrix
    % Bq = quantized base codevector matrix
    % d = distortion of X when replaced with chosen codevectors
    % iters = # of iterations to reach convergence

20
    [d,N] = size(X); % d = dimension, N = blocksize

    %random initialization
    Init = initcluster(X,base); % choose random initial set

25
    if base==2 %1D (linear interpolation)
        W = [1:(-1/(m-1)):0; 0:(1/(m-1)):1]; %weight matrix
    elseif base==3 %2D
        W=[1,0,0;0,1,0;.25,.25,.5;-.25,-.25,1.5; ...
30         1,-1,1;-1,1,1;0,-1,2;-1,0,2;]';

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elseif base==4 %3D
    W=[eye(4),.25*[2,2,1,-1;2,-1,2,1;1,2,-1,2;-1,1,2,2]];
    %W=[eye(4),.125*[3,2,2,1;2,3,2,1;3,1,2,2;1,2,3,2]];
end
5
%variable initialization
stoppingeps = 1.e-5;
vi = ones(1,m);
index=zeros(1,N);mind=index;
10 cumdist = Inf; lastdist = 0;

C=Init*W; %interpolate codevectors

# iterate until convergence
15 while(abs(cumdist - lastdist) > stoppingeps)
    lastdist = cumdist;
    cumdist = 0;
    iters=iters+1;

20 while(1) %1 iteration that repeats if B goes singular
    % step (A)
    % form Voronoi regions: for each input,
        % determine which centroid it is closest to
        for i=1:N
25 V=X(:,i(vi))-C;
        nm=sum(V.*V); %Euclidean distance squared (MSE)
        %input i's closest codevector
        [mind(i),index(i)]=min(nm);
    end
30 cumdist = sum(mind);

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%find diagonal matrix N
for j=1:m
    n(j) = sum(index==j);
5   end

% check if B is singular
% and force it to be non-singular
num=sum(n~=0);
10  if num<base %fewer than base non-zero!
    nz = find(n);
    if (base-num)==1 %base==2
        [jy,ji]=max(mind);
        Init(:,1:(base-1))=B(:,nz);
15    Init(:,base)=X(:,ji);
    else
        [jy,ji]=sort(mind);
        Init(:,1:num)=B(:,nz);
        jl=N;
20    for jk=(num+1):base
        Init(:,jk)=X(:,ji(jl));
        while(sum(abs(X(:,ji(jl))-X(:,ji(jl-1))))==0)
            jl=jl-1;
        end
25    jl=jl-1;
    end % for jk
end % else
    C=Init*W; %start all over if hit a singular matrix
else
30    break;

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    end % if not singular then end while loop
end %while(1)

s = zeros(d,m); %get sum matrix S
5   for j=1:m
        if n(j)==1
            s(:,j) = X(:,index==j);
        elseif n(j)
            s(:,j)=sum(X(:,index==j))';
10      end
    end %for j=1:m

    Init = s*W'*inv(W*diag(n)*W'); %new base codevector matrix B
    C=Init*W; %new codevector matrix C
15
    end %% while not converged

    nX = B(:,index);    % save re-constructed block
    d = cumdist;        % total block distortion
20    end % function

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